beCAUS

Canberra Amiga Users' Society Inc
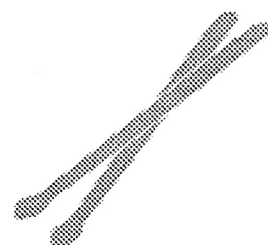
AMIG

January 1995

Happy New Year!

1995

Reviews of Tornado and CyberSphere
New Products for the Amiga
CD32 Sernet Cable • and More!!!

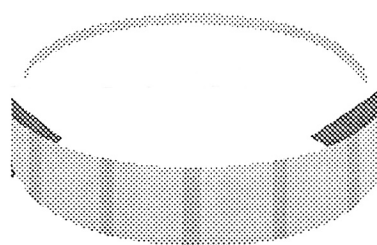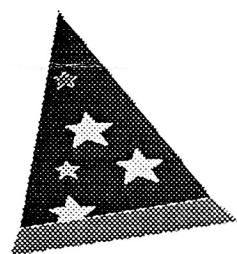# Canberra Amiga Users' Society Inc

Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 120 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

Subscriptions

Membership of the Society is available for an annual fee of $20. This fee may be paid, with a filled-in application form, either at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our Sysop Malcolm Reid and his team. To be a member of the bulletin board, you need to pay $10.00 additional yearly subscription (and an extra $5 for each family member who wishes their own account). The telephone number of the bulletin board is 294-3795.

Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are 12 January, 9 February and 9 March. Members are welcome to use all Workers' Club amenities on the night (as long as you are signed in).

The Beginners' Group runs from 7-7:45pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Newsletter Contributions

beCAUS is produced bi-monthly. Contributions to the newsletter can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. The next newsletter is due out by the January 1995 meeting. The deadline for contributions to the newsletter is the end of the month preceding production. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

Copyright and Reprints

Advertising Rates

	Full	Half	Quarter
Regular	$25	$19	$10
Inside back	$49	$39	$19
Back cover	$74	$59	$29

	A4	A5	A6
Flyer inserts	$39	$29	
Artworks	$39	$29	$19

Copy is to be provided to the editor either in Amiga graphic file format or as appropriately sized printed copy.

Production

The Editor for this newsletter was Darryl Hartwig. The copy was formatted using Professional Page v4.1 and the masters were printed on a Postscript printer by Desktop Utilities. The offset printing was done by Tuggeranong Print. The collating and mailing was done by the DTP SIG.

Amiga is a registered trademark of Commodore-Amiga, Inc. Professional Page is a registered trademark of Gold Disk, Inc.

Front Cover

The front cover is only a little bit of what can be done with Scenery Animator 4 (much the same sort of thing as Visto Pro 3 - only better!). Watch for a review soon!
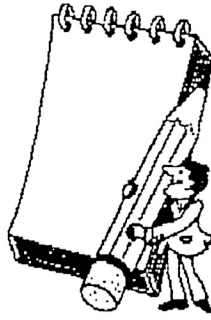
Contents

CAUS Committee (1994/5)

Position	Name	Phone
President	Steve Kennedy	254-6711(h)
Vice President	Michael O'Sullivan	268-8111(h)
Secretary	Ursula White	281-1872(h)
M'ship Sec.	Mathew Taylor	241-8892(h)
Treasurer	Clinton Sleath	251-2390(h)
Editor	Darryl Hartwig	293-2347(h)
Committee	Andrew White	281-1872(h)

Editorial

First up, I'd like to apologize for the bland look of this edition. I didn't have as much time as previous editions to put in pictures, etc. I actually had a couple of weeks in Queensland over Christmas! (I didn't, by the way, have any pictures to put in this edition.)

The fate of Commodore International is still not certain. It seems that Commodore UK will be the winners, and that they will call themselves 'Amiga International'. They're all ready to go as soon as they know that they've won; producing A4000's mostly.

As you all know by now - we are no longer having our meetings at the Worker's Club in Civic. Being the skin-flints we are, when they were going to start charging us for using their facilities, we packed up and left! The new meeting place is at the Woden Library. Unfortunately, there is no bar there, so if you'd like a drink, go to the Southern Cross Club or the Tradesman Club. Consequently, I've re-organized the magazine slightly (took out the Worker's Ad), as you'll find out (or have already found out?).

It might be time to start thinking about what you can do for the club. The Annual General Meeting is coming along in April - maybe you'd like to join the Committee?

Onto this issue - there are some reviews, and a whole heap of information from Frank Keighley, I believe he's after some help.

Darryl Hartwig

Sales/Clerical Assistant Desktop Utilities

A casual sales assistant with sales, clerical and computing skills is needed for three hours a day, from 2pm to 5pm, at the office of Desktop Utilities. Selection criteria and duty statement are summarised below. Contact us by COB 16/1.

Selection criteria
Experience with Amiga applications
Possibly, experience with Mac or Windows
Amiga office skills
Interaction skills
Problem-solving skills

Duty statement
Handle product information enquiries
Handle orders and sales (retail and wholesale)
Package products for sending
Receive and record tech support enquiries
Do invoicing
Record and use client and supplier details
Manage the office process

What have you done for your computer lately?
How about making it smarter!

With the CanDo software authoring system, you can create your own purpose-designed software without resorting to hours of coding in a language you don't understand. That's because CanDo is object-based, and its underlying programming language is both extremely powerful and easy to learn (it's based on simple English!).

• Learn to program in minutes!
• Fastest, easiest way to create software.
• Achieve professional results with minimum effort.

A new battery of tutorials shows how. CanDo is the right tool for designing interactive kiosk applications, graphics-based training programs and multimedia presentations and more.

CanDo 3.0: *SmartSoftware*
Now available!
Also about to be available...
The New CanDo Debugger

With the CanDo Debugger, you can now examine your CanDo scripts as they execute. You can step through your Decks a line at a time, or use Breakpoints to define lines to stop at.

CanDo 3.0 is a major revision with a new manual and an additional Tutorial Manual with over 10 new tutorials. It will be available this month at the CAUS meeting.

The New CanDo 3.0 will retail for $A530 ($399.95). The CanDo upgrade price from DTU will be $A250 ($US159.95 + $30 international freight) for a limited time. The CanDo Debugger will be $A140 ($US99.95) from DTU (due here soon) when ordered with the CanDo 3.0 upgrade. Sold separately, the CanDo Debugger retails for $A266 ($US199.95).

Requires 2.04 AmigaDos, 2MB RAM, Hard disk

New Product Announcements

WindShadow Software
77 McIntyre Court
Newmarket, Ontario
CANADA L3Y 8B9

RevUp

RevUp manages versions strings following the CBM standard for including in own programs, e.g. 'SVER: YourTool 2.4 (30.9.94)'.

It's a must for every serious C or Assembler programmer, so have a look at it! Your makefiles together with RevUp will do all the work for you.

Features:

* RevUp generates and maintains include and header files with revision information.

* RevUp is 100% compatible to the CBM developer tool BumpRev, but offers a lot of new features.

* Multiple dependency files are supported.

* Beta count management for beta versions included.

You must have Workbench 2.04 or higher to run RevUp.

The Deathbed Vigil

Drexel Hill, PA (September 15, 1994) Intangible Assets Manufacturing announces The Deathbed Vigil... and Other Tales of Digital Angst. Available now and published by IAM, this 120 minute VHS video tape is a documentary filmed, narrated and produced by Dave Haynie.

The video was produced and edited with the Amiga. It shows the famous "Deathbed Vigil Party," the last Margarita's layoff party, the West Chester facilities of Commodore (including the secret engineering lab), and more. It includes interviews with dozens of famous Amiga personalities, and offers opinions and explanations of many "behind-the-scenes" goings on.

Warning:
Contains profanity and scenes of graphic violence. NR (Not Rated).

The Deathbed Vigil is available

As of September 21, 1994, Software Hut in America commenced official distribution of the AmigaDOS 3.1 operating system for all Amiga 500, 1200, 2000, 3000, 4000 computers. Commodore Germany are currently supplying the kits.

There are three different versions of the kit available. Each kit comes complete with Kickstart ROM(s) (one for A500/2000, two for A3000 and A4000), three bound manuals with colour binding which cover ARexx, Workbench and DOS plus six disks with colour labels.

AS320-A500/2000/2500, AS330-A3000/3000T, AS340-A4000/A1200*

Disclaimer: The AS340 Kit will also work with the Amiga 1200 computers. However, because it was designed with the A4000 in mind, PCMCIA compatibility is not implemented.

Prices in Australia are not yet known, but it is known that the AS330 and AS340 kits are more expensive than the AS320 kits. At this stage, only Software Buyers Service has announced availability of these kits. Contact them on (03) 808-8308.

Making Music with Bertie Bunny

At last there is a product for the Amiga computer where young children can have fun learning about music! WindShadow Software has introduced "Making Music with Bertie Bunny". This is a product that is only available for the Commodore Amiga computer. It fully employs the multimedia capabilities of the computer.

There are many features to enhance your enjoyment:
* Fun for children of all ages. Even

a 2 year old can "Bang Keys" to control Bertie. Bertie Bunny will automatically move from place to place on the display. The child can simply bang on the keys to cause Bertie to choose an instrument or tune.

Older children can use the mouse. This makes it quicker to make selections and helps them to develop fine motor skills.

* Learn to recognize the sound of various musical instruments.

* Learn to recognize various musical tunes from one or more of 4 different parts: the melody, a counterpoint to the melody, an obbligato accompaniment or a rhythmic accompaniment.

* Hear how different instruments sound in combination with each other.

* Use the computer keyboard as a musical instrument. You can select which instrument sounds are to be used and then play notes (up to 4 at a time will sound) and see the corresponding key-presses on a piano keyboard.

This product is unusual in that it is easy to use for children as young as 2 years old, while providing creative opportunities for older children to explore.

The program requires AmigaDOS 2.0 or greater and 1 megabyte of RAM.

WindShadow Software is a Canadian company providing products for the Commodore Amiga which are sold world-wide. Contact them at:

through Amiga dealers worldwide (Hirsch & Wolf has recently become a distributor of IAM products). It may also be ordered directly from the publisher. The NTSC version is $35, PAL is $40. A limited edition, numbered and autographed version is also available for $75. Outside the US, please add $8 for ground shipping and handling or $15 for air mail.

Note: There is supposedly an Australian distributor of IAM products. I was unable to find his contact details before the magazines deadline, but watch this space for more information.

Intangible Assets Manufacturing
828 Ormond Avenue
Drexel Hill, PA 19026-2604 USA
Phone:+1 610 853 4406
Fax: +1 610 853 3733

Amiga Educator's List

The Amiga Educator's List (AEL) is meant to be a resource for anyone using their Amiga to teach or to learn. This could be at an educational institution or at home. The AEL newsletter has been created to act as a forum for Amiga educators, providing a means to exchange ideas and talk about new products. People who have interesting stories, tips, or ideas to share are encouraged to write articles for the newsletter. The first issue includes an editor's corner, new product announcements, a list of educational resources on the Internet, an article about accessing Aminet, and a list of schools using Amigas.

The newsletter will be published quarterly, starting with the October 1994 issue. It will be available electronically via Aminet and the OWL BBS. Limited paper copies will be sent upon request. If you are interested in getting on the AEL please send e-mail to OWL Software with your address (postal and e-mail), phone number, and school affiliation. Also let us know what form you would like the newsletter in. If you can not download it or read it on the net, the newsletter can be e-mailed to you directly (specify uuencoded hypertext version with icon, hypertext version, or text version). A paper copy can also be mailed to a postal address upon request.

Those Caus members who would like to receive this magazine, please contact the Membership Secretary, who will arrange to have each edition mailed to you.

AmigaElm

AmigaElm is an "Electronic Mail Reader" which allows you to read and write mail. Normally you'll need a properly installed UUCP package (eg, AmigaUUCP, Feulner-UUCP or Dillon-UUCP) to receive and send mails but AmigaElm is highly configurable so that you can take a mail-folder from a UNIX box, answer the mails and bring the answers back to the UNIX box.

AmigaElm is easy to install and to use. The user interface is very intuitive and similar to the well-known UNIX-ELM. Beginners can control all basic functions with menus and some nice GadTools requesters. Advanced users can use aliases, prioritised message tagging, various filename-offers when saving messages and lots of options to configure AmigaElm to fit your needs. In a system with multiple users AmigaElm allows separate configuration files for each user.

AmigaElm can be invoked in a special "terminal mode" (all input/output from/to console). This is useful for running AmigaElm in the current shell window or over a serial line (eg, with AUX-Handler).

AmigaElm offers basic internal MIME (multimedia mail) functionality (eg, sending 8-bit-texts and binaries over 7-bit-lines) and supports "MetaMail" (a full-featured package for handling all kinds of MIME messages -- also available on AmiNet, see section "HOST NAME") and "ReqTools" library 2.x (reqtools.library is included).

AmigaElm is one of the very first mail readers that has in-built support for cryptographic applications, namely PGP. Henceforth, AmigaElm improves your privacy and general living quality significantly.

The program requires AmigaDOS 2.0 or better, as well as a properly installed UUCP package for normal use. The program can be configured to run without a UUCP package for processing ready-made mail-folders.   ❏

Tornado...

Tornado, a flight simulator based on the Tornado IDS strike aircraft and its fighter variant, the Tornado ADV. The AGA version features 256-colour graphics throughout.

This program is very processor intensive. It is recommended that you have at least a 68030 or better processor. You must have a hard disk as it will only run after installing.

Having two floppy drives made the installation run a bit faster, as a second disk could be inserted, virus-checked and validated whilst the Installer script was still busy with the current disk. The program does not access the hard disk in the middle of any sections; the only access is between sections. Thus, a slow hard drive will not cause any problems other than slower loading time.

An AmigaDOS script is provided for installation. Just click on the icon and feed the 5 disks into the floppy drives when asked. Total installation time is approximately 2 minutes on my system. The documentation says that installation takes about 5 minutes for a standard A1200. The installation requires the unarchiving of files and will thus take a variable amount of time depending on the speed of your processor.

As I am not a Tornado pilot in real life, I cannot comment on the accuracy of the simulation. Digital Integration, however, have worked closely with the Royal Air Force in creating this program, and it certainly seems to be as accurate as the Amiga (and secrecy restrictions) will allow. Unlike other flight simulators I have seen, Tornado's cockpit layouts are very accurate compared to photographs of Tornado cockpits, and the handling of the simulated aircraft seems right when payload and other factors are considered. This is certainly NOT an "arcade" flight simulator.

The simulation features three basic play modes. The first is simulation mode, whereby the program simulates a Tornado simulator. Thus your in-sim character cannot be injured should anything happen, and this is an excellent way to learn how to fly the Tornado and use its systems properly. Several missions are set, allowing you to test out all the weapons systems available on both the IDS and ADV Tornados. In addition, there is a free flight mission that has no preset targets. There are settings to allow infinite fuel and weapons, as well as settings to deactivate simulated enemy forces and damage to the aircraft in the event of hitting something solid.

The second mode is training. Here, although the enemy forces are still simulated, you are actually flying a "real" aircraft. Crashing is therefore fatal to your character, although there is the option of ignoring a mission if it goes badly. This option is also available in the third mode. The training missions are similar to the simulator missions and are designed to test your ability to drop real weapons on real targets, with real flight characteristics and fuel loads.

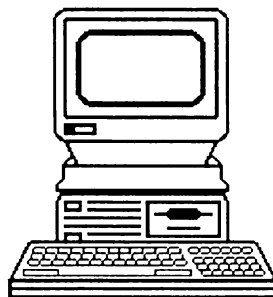The final mode is combat, which is actually split into three sub-sections. These are Mission, Campaign and Two-Player. The Mission section takes place in one of three war zones, each war zone consisting of 14 missions which may be carried out in any order. The missions are not linked in any way; damage caused in one does not appear in any other. This is the best way of obtaining actual combat experience without having to worry about anything except survival.

The Campaign section also takes place in one of the three zones, but here each mission is part of an overall strategy, and they must be completed in order. For example, the first mission might be the destruction of an enemy early warning radar base, with the second mission then an attack on an airbase protected by that radar site.

Two player mode allows two machines to be linked. I cannot test this mode without another AGA machine available. According to the manual, the link is by null-modem cable only (the PC version allows modem links as well... bah) but does not state whether an Amiga can be linked to a PC, or just to another Amiga. Whilst in two-player mode, the players are placed in a one-on-one dogfight scenario, which is a pity as it would be interesting to have the two players flying a co-ordinated mission against the computer.

Although two player mode does not allow for multiple aircraft missions, the one player modes do feature multi-aircraft missions, with up to six Tornados taking part in a raid. In addition, there are always a variety of other aircraft flying around, and it can be quite interesting to sit back and view the antics of these drone aircraft as they fly

around, land, take off and so on.

The graphics detail may be altered with various settings to allow for a tradeoff between detail and frame rate. In addition, there is a key command which toggles the detail between that set by the user and a minimised setting set by the program. This is useful for those times when a smoother screen update is required, such as landing or manual bombing runs.

Although the graphics could warrant an entire review to themselves, being so detailed, I will just mention my favourite feature: clouds. They work properly in that flying through a cloud results in the display slowly turning from clear to totally white, and then back to clear as you fly through the cloud. If the weather is overcast, the entire view below the cloudbase looks dirty and foggy, and climbing through the cloudbase results in the clouds turning from dirty grey to pure white, and then you finally break out above the clouds into brilliant blue skies, or starlit night depending on the mission time. A cosmetic effect, yes, but very effective and very realistic.

Audio is limited to engine rumbles, with additional afterburner roar, and a few spot effects for things like undercarriage retracting, weapons release and explosions. They are realistic, however, and further add to the sense of being there in the cockpit. Of course, if you have the volume turned up you'll probably mess up your pants the first time the warning siren goes off. There is a tune of sorts playing during menu selections, but both this and the in-game effects can be turned off if desired.

Additional features include a review facility, which allows the user to look at the 3D models of all the combat vehicles in the game, along with a digitised image. This is perhaps a bit gimmicky and tends to be used most often by computer shops when displaying PCs in their windows.... On the other hand, the explore function is very useful, as it allows you to move anywhere within the map area, as if you were in a very fast and maneuverable helicopter or drone. You can stop, fly forwards and backwards, rotate the view,

climb and dive. Basically, you can examine the 3D world from almost any angle without having to get in a Tornado and fly around for real. This is most useful when planning strike runs on targets, as you can examine the relative location of the target(s) to hills, rivers, other buildings etc.

You could also just spend hours moving around the world examining the sometimes outrageous detail on the 3D models. For example, the water tower model features a ladder and inspection catwalk, neither of which are of any concern to the Tornado pilot flying at 50 feet, 600 knots.

One thing to be aware of is that the landscape is just a standard piece of flat ground with mountains/hills placed on top. The ground itself does not undulate, unlike Gunship 2000, but the mountains are not just pyramids; they are actually quite detailed.

Basically, the simulation appears to deal with most aspects of being a Tornado pilot. The only thing I can think of missing from the simulation is inflight refuelling. I could go on for a lot longer detailing the simulation, but if I tell you that the manual is 332 pages long, and the keyboard guide is larger than some entire manuals, you'll understand that Tornado is not a program you can simply describe in a few pages.

I primarily like the apparent accuracy of the flight simulation, as well as the reality of the weapons systems. Unlike, say, Microprose simulators, Tornado does feel like a true simulation. I also like the 256-colour graphics; the difference a bit of subtle shading makes to the display is quite amazing.

Additionally, Tornado is the only flight simulator I have which has the right feel when using an analogue joystick. In fact, I would not recommend using anything but an analogue stick when using this simulation.

The program does not support mode promotion as standard, although the displays will promote using utilities such as ForceMonitor. However, one important thing to note is that when using an analogue joystick, the stick

calibration settings must be reset whenever the screen mode is changed. This is not mentioned anywhere in the manuals; it appears that mode promotion was forgotten completely by the programmers.

Although the program is run from, and returns to, the Workbench, whilst the program is running it is impossible to return to the Workbench, although any programs running will continue to do so. I would like to see the ability to switch back to the Workbench screen whilst Tornado is displaying a menu screen, as is possible in Formula One Grand Prix for example.

For anyone with a fast AGA machine and a love of real flight simulators, this product is an absolute must-have. If you prefer your 'flight' simulators to be more of a quick blast, then I'd advise you to steer clear; Tornado is most definitely NOT a "pick up and play" program. I have been using it regularly now for four months, and I am still learning new things.

Note that a non-AGA version is also available, which does not require a hard drive and is slightly cheaper (how much so, I do not know). However, it does still require an accelerated machine to be playable, and a hard drive would not be a waste either. ❏

CyberSphere

CyberSphere is a "BreakOut" style action game that can be played by one or two players. The shareware fee is US$12.49.

After trying the Cybersphere demo that appeared on the Aminet ftp sites, I was hooked on this game immediately.

The idea behind the game is a very simple one. The game is played in an arena that consists of several walls, bricks and your paddle. You control the paddle by moving it left and right. With the paddle, you bounce a ball against the bricks and walls, which deflect the ball. Each brick disappears after being hit, though some bricks must be hit several times before they disappear. The bottom of the screen is open, and you must prevent the ball from slipping past your paddle and disappearing. This becomes more and more difficult because the speed of the ball increases as you keep it in play longer. The object of the game is to remove all the bricks. When you achieve this, you go to the next stage.

You control the paddle with a mouse. Although it is possible to do it with a joystick, this is strongly discouraged because it is a lot more difficult. When the ball hits your paddle, it bounces back up at an angle relative to the spot where the ball contacts the paddle. This is how you can aim at targets.

Your paddle can be enhanced in several ways by picking up special "items." Special items and gems appear when you destroy a brick. They fall down the screen and can be picked up by your paddle. Some items are "width" which makes your paddle wider, "hold" which allows you to hold and aim the ball, and "fire" which adds two guns to your paddle that can be used to smash bricks. Other special

items influence your score, make the ball slow down, add an extra ball (up to three balls can be in play at once), install a guard shield at the bottom of the screen so the ball can't leave the screen, add an extra life, or enter a bonus stage. When you're in a bonus stage, you can't lose a life. If you lose the ball, you will simply return to the stage you were in before you entered the bonus level.

If you want to go head to head with a friend and have two mice, there is an excellent two-player option. In two-player mode, the game is slightly different. The bonus stages disappear, and the maximum number of balls is two. Player one starts at the bottom of the screen with a blue paddle and a blue ball, and player two at the top with a green paddle and a green ball. The principle is still the same, except that each player can score points only when the ball is his color. Each time the player hits a ball with his paddle, the ball changes to his color. The player who loses the last ball loses a life. In addition to achieving a high score, it is also important to get

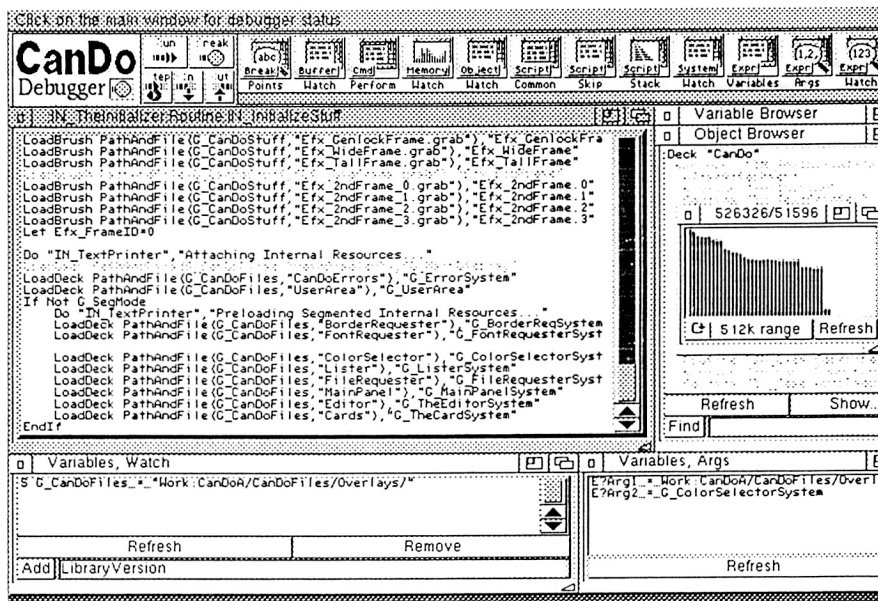*... there is an excellent two-player option.*

a higher score than your opponent. At the start of each two-player game, you must enter the names of the players. Cybersphere remembers the number of wins that each pair of opponents have scored against each other. This information is saved together with the high scores.

Cybersphere's main menu lets you start a one or two player game, set several game options, and quit (which saves the high scores). The options include selecting either mouse or joystick, turning music and sound effects on and off, listening to them, and most important, setting the difficulty level to either Novice, Normal or Expert. In the Novice level, the last of the five "sectors" isn't available. Each sector consists of 7, 8 or 9 stages.

The registered version comes with an 8 page printed manual that explains everything you need to know clearly.

The game plays like a dream. The controls are very responsive, and after some practice, it is easy to aim the ball precisely. The nicely drawn and animated graphics complement this very well. The sound effects and music are nice and can be turned on and off individually, which is a good thing. The two player option is also very neat. ❑

Screen shot of CanDo Debugger

Network CD

CD32 Sernet Cable (null-serial cable)

BRIEF DESCRIPTIONS

Network CD is a pre-setup CD with several programs including full Workbench, Parnet, Sernet, Ncomm, Term, Twin Express, and several PD collections.

The CD32 serial cable connects to the AUX port on the left side of the CD32 and provides a passthough to the keyboard. It also provides a complete serial port.

AUTHOR/COMPANY INFORMATION

Name: Weird Science

I purchased both products from:
Northwest Public Domain
PO Box 1617
Auburn, WA 98071-1617
USA

LIST PRICE

$29.95 (US) for the cable and $19.95 (US) for the CD. I paid a little less than dealer cost.

HARDWARE REQUIREMENTS

A CD32 is required.

Mouse and/or keyboard recommended, although you can use the CD32 joystick to control the mouse.

Another Amiga to complete the link.

SOFTWARE REQUIREMENTS

None.

COPY PROTECTION

None.

MACHINES USED FOR TESTING

Amiga 3000/25, 4 MB Fast RAM, 2 MB Chip RAM
2 internal 880K floppies
2 gig Hewlett Packard HD
ViewSonic SVGA monitor

Comports 8 port high speed serial cards (for sale BTW)
AmigaDOS 3.1

CD32 w/2MB chip only
AmigaDOS 3.1
Workbench 3.1 (Kick 40.60 WB 39.29 old WB version??)

GE S-VHS TV/Monitor.

INSTALLATION

Installation is rather simple. Plug one end of the cable (DB-25) into your Amiga, Plug the round cable end into the CD32's AUX port and your keyboard (A4000 style) into the passthough connector.

CABLE REVIEW

I must say I am impressed, not really with the cable but with the CD32's built in serial port. It doesn't offer RTS/CTS handshaking, yet it can and did lock at 57600 bps with my A3000 comports serial port and sustain 3900-4200cps with minimum errors. The cable is of good enough quality for what it does. The DB25 end has a few parts in it including a small chip to convert signals to the correct levels of standard serial ports.

The small AUX end went in the CD32 a little hard, although this may just be my particular machine. The keyboard passthough worked flawlessly and of course allowed serial transfers while active.

Overall, I believe the cable is worth the $30 that NorthWest PD sells it for. With this cable, the Networking CD, a modem, and another NullModem cable (to reverse it back to standard pins), your CD32 could be a nice little terminal for calling out to a BBS as well. Seeing as the CD32 handled the 4200 CPS all right, I am guessing it could handle one of my 28.8K modems without to much trouble.

In conclusion, for the price of $30, this is a good deal for someone who would like to download a few small AGA Euro demos from another Amiga to watch on their TVs (note to AGA demo makers: make these things run on NTSC CD32s), or perhaps use their CD32 to view some nice HAM-8s. This is a good solution to for doing so.

NETWORK CD REVIEW

The Network CD is simple to use overall. Once you put it into the CD32 and turn the power reset, it gives you a message, "LOADING this may take awhile." I believe this message is here for the CDTV owners, as it takes approximately 1 minute 40 seconds for it to load every little program including Arq, several commodities, the boot picture and a very annoying backdrop. The Network CD boots under AmigaDOS 1.3, 2.0, or 3.1 for any machine.

When you open the main CD icon, you get the standard Workbench drawers (Prefs, Tools, Utilities, Devs, etc.) and all the setup programs. You also get a Shell, the wonderful trashcan (sic), and few other tidbits. The presetup programs include Terminus, Parnet, Sernet, a PhotoCD converter, and a few others. It also includes Fred Fish disks 800-975, Amos PD disks 478-603, Tbags disks 1-74, and approximately 500 images for viewing.

On to the programs... About the only program I really used was Terminus. This is what I used for file transfers from my A3000 to the CD32. I used Terminus because that is what I am used to. Read my dislikes later about its setup. I tried to run sernet with the included disk for the host machine with no luck. I'm not saying that it doesn't work -- I am sure it does -- but I tried only once and didn't want to mess with it after that.

The only networking I have done has been with Envoy using slip.device and plip.device. I would have much rather seen them use an Envoy setup and these drivers. It would have allowed for a much cleaner and more reliable connection with full disk icons and full network compatibility. Using old junker programs like Parnet and sernet

just don't cut it any more. Actually it never did for me; Parnet has never been a viable choice in my opinion for networking. Sernet seems to be another hack that just doesn't cut it. This is only my judgement and whoever decides to use whichever is no concern of mine.

DOCUMENTATION

All the documentation is in README files on the CD. Most every individual program had its own README that brings up a text reader. The ones written by the makers of the CD were for the most part clear and helped where needed. The rest were mostly the documents that came with the programs (i.e., Terminus, ViewTek, etc.). Everything overall was complete and not too hard to understand.

LIKES

The setup was simple, and I transferred a file just fine on my first try with no reconfiguration whatsoever. I liked that they used such programs as Arq. I hope future CD32 utility CD's use more of such programs.

DISLIKES and SUGGESTIONS

Well, here we go.... I like to complain. The first thing I noticed is it seems they set up Workbench with nothing but the ugly, "blah" defaults that no one likes. The background is setup with a group of tiled NETWORK CD pics that helps to steal the precious 2MB of Chip RAM that is very much needed to run about any program you want to pull over the network. The only place to put programs pulled over the net is into the RAM: drive. This means that the bigger the program, the less RAM that program has to use. This can be cured with the use of Virtual mounted drives (which Sernet and Parnet allow); take note of my Envoy usage example.

The overscan is set so low (640x200) that is is hard to fit any windows on the Workbench screen without cluttering things up a bit. The colors are all set a little blah, and the icons look to be simple 4-8 colors.

Something that really got to me was the configuration of the programs in-

cluded on the CD. Terminus is set to open on the Public WB screen with WB palette colors, and it isn't even the new version of Terminus! They are using Terminus 2.0 (latest is 2.0d I believe). On the other hand, Ncomm is setup the exact way I have my Terminus setup (color and preference wise). I suggest they put a little more work into setup of the programs on their next version. Although speaking with a salesmen on the phone at Northwest PD, "Lock and Load 2" should be something very nice.

Another dislike is the fact that they are using a seriously old version of Workbench 3.1. The Palette preferences programs and several others including Multiview are old and are missing several important features.

I am perhaps looking for too much out of this CD. It is sold as a networking CD, and I just would like a few things changed for user friendly purposes. There were a few little bugs in it, like the "slideshows" area. They all default to pal, which may be fine for some people, but I find it hard to watch a slide show while my TV rolls.

I want a CD that is specially made for an AmigaDOS 3.1 AGA CD32. This CD is set up for any machine and it causes minor problems at times. Hopefully "Lock and Load 2" will do this.

COMPARISON TO OTHER SIMILAR PRODUCTS

As for the CD32 cable, I can't compare it with much of anything else. I did own a SX-1 but sold it after being extremely disappointed with its ugliness and performance. This cable gives me at least the ability to run AGA demos and utilities that I want to for $30. The SX-1 stuck out of my CD32 and made it look a little lame in my eyes. I hope someone makes another expansion box that perhaps fits under the CD32 and gives some seriously faster serial and parallel ports. If the CD32 had a mere floppy port, I would be very happy.

BUGS

There are a few minor bugs, but nothing of concern. They used a separate

Workbench backdrop setting program instead of the standard WBPattern program. This can cause conflicts with some programs including WB-Pattern and Font preferences, and the backdrop program itself can crash the machine if you try to take away the picture.

VENDOR SUPPORT

Well I called Northwest PD and had a cool chat with someone (whose name I forget) about a few CD32 topics and the CD he is working on: the "Lock And Load 2". We also talked about the jerk companies making CD32 games using only 880K on the 650MB CD. Overall, it's a friendly place and it did a fine job with my order. I never have dealt with "Weird Science" the actual company that made the cable and the CD. Don't think I would need to.

WARRANTY

Nothing mentioned, but from the nice way I was treated by NorthWest PD, I am sure if anything was wrong with the cable or CD they would allow a free trade for a good one. At least I think so.
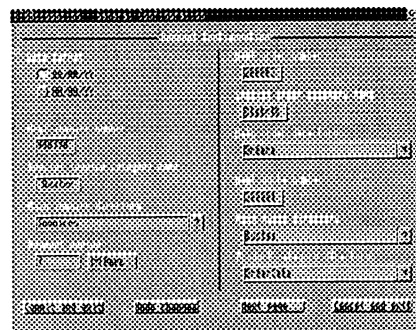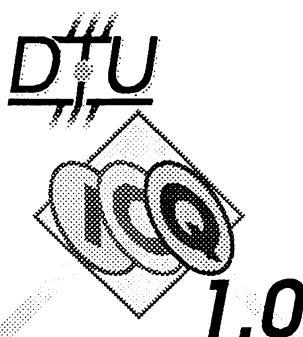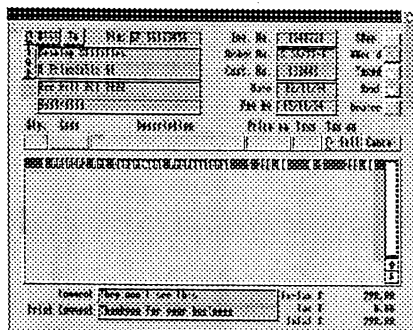
CONCLUSIONS

Both of these are good products, I give the cable a nice "A" and the CD a "B". These are good solutions to a slow method of getting files to your CD32 until something other than the SX-1 becomes available for a decent price. I hope this review provided some insight.

COPYRIGHT NOTICE

A quick ending note: Monday, I ordered 3 CD32s from DarkSoft computers. They were the ones going for $220 on the Internet. I believe these are C= liquidated. I will be ordering another 2 CD32 Sernet cables and using the CD32s as null modem computers and AGA toys. I will be hooking them up to 1084s Monitors Via the SVHS port with a homemade cable. These cheap wonderful little machines will make for a lot of fun when I throw another BBS party. These will allow several users to jump online my BBS locally for cheap... yet another cool use of the CD32.   ❏

Affordable invoicing, ordering, account handling

RRP $99

DTU

IOQ 1.0

ⓘ Invoices

- Provides for distinct Bill to/ Ship to addresses
- Point-and-click flagging of payments received
- Special check box for wholesale sales etc
- Sales tax support included
- Automated data input using category files
- Automatic stock-check using category files

ⓠ Orders

- Features similar to invoice module
- Point-and-click flagging of payments sent
- Point-and-click flagging of payments presented

Quotes

- Accepted quotes can generate invoices
- Accurately and automatically · provide current prices from the category files

Queries and Reports

- Search for files on multiple criteria: Dates, Name, Paid, special or normal client status etc
- Produce printed duplicates, or accounts statements

IOQ is highly configurable: user defined directories, rounding, header (or header space for preprinted letterhead), date format, default payment period, special client and supplier status labels etc.

IOQ is a business program for invoicing, ordering and quoting. Query and stock control facilities are provided, and are closely integrated with the invoicing, ordering and quoting functions. Category files generated from the stock control module allow the user to automate many aspects of routine data entry, making it unnecessary to enter product or service names, or to enter prices or tax rates manually. The stock control module also provides a facility for user-definded price breaks based on quantity, as well as support for wholesale and retail price setting. A hot link to DTU's contacts manager, Contact, also allows point-and-click entry of client or supplier name and address details. Flags allow the user to distinguish between payments received and payments banked. Part payments can be handled through a special module which is closely tied to the Invoices module. The query module provides reports on invoices, orders and quotes, and can list transactions between selected dates, for selected clients or suppliers (using standard pattern-matching if desired), and for paid and/or unpaid amounts, as well as other options. Sales tax settings can be specified in the stock control module, and can be applied by simple point-and-click method in invoices, orders and quotes. Accepted quotes can instantly be made into invoices by marking them as accepted. Tagging an invoice as paid is equally simple. DTU-IOQ will run on any Amiga with Workbench 2.0 or above, a hard drive and a battery backed clock.

CAUS Public Domain Collection

The Society's Fred Fish collection of public domain software (now on CD and available at monthly meetings) contains a huge variety of goodies; from text editors, databases, communication, graphic and music programs through to utilities, games, disks of pictures and animations and many demonstrations of commercial programs.

The software is free for members (one of the many advantages of being a member)! If you don't have a disk, you may purchase one from the club ($1 at the moment). Contact any committee member (see page 2), and they'll help you out. A catalogue disk is available to enable you to make your choice.

For those who want other than the Fish collection, the people listed below will be able to help:

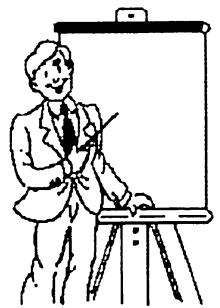|		
Mathew Taylor	Palmerston	241-8892
Wayne Haesler		216-1236
Berenice Jacobs	Scullin	255-2284
Bernie Wiemers (AMOS)		248-9837
James McPhee		251-5202

Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

Andre Hogie   290-2474   DeskTop Video

If anyone else out there would like to start their own SIG, please see a member of the committee.

An Animation SIG is also in the process of getting started - see elsewhere in this edition of the magazine.

What's Happening?

Upcoming Meetings

January 12: History Evening. The Amiga is an amazing machine. It's been going since 1985. Come along and learn bits and pieces about the Amiga you probably didn't know about... perhaps.

February 9: Maestro Modem Evening.

March 9: Desktop Publishing. We will have a person who is most knowledgable in the Industry - a Professional no less! Come along and watch me learn something and possibly yourselves.

Blank Disks

For Sale by the Club:
    $8 per box unformatted
    $1 per disk formatted

See any member of the committee.

Help! Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

What's happening	Paul Martin	10-10 M-Su	253-2121
General Help	Andrew White	6-8pm M-F	281-1872
	Gordon Owtrim	7-10pm M-Su	297-2692
	Mathew Taylor	6-8pm M-Su	241-8892
Laser printing	Frank Keighley	6-7pm M-F	239-6658
Desktop Publishing	Frank Keighley	6-7pm M-F	239-6658
	Darryl Hartwig	6-8pm M-Th	293-2347
Desktop Video	Andre Hogie	6-8pm M-F	290-2474
Beginners	Colin Vance	6-8pm M-Su	241-7113
	Mathew Taylor	6-8pm M-Su	241-8892
ProWrite	Darryl Hartwig	6-8pm M-Th	293-2347
Amos	Bernie Wiemers	6-8pm	248-9837
Superbase Wordperfect	Andrew Boundy	8-10pm M-Th	291-6971
Hardware	Mathew Taylor	6-8pm M-Su	241-8892

Please contact the editor with updates to this list.